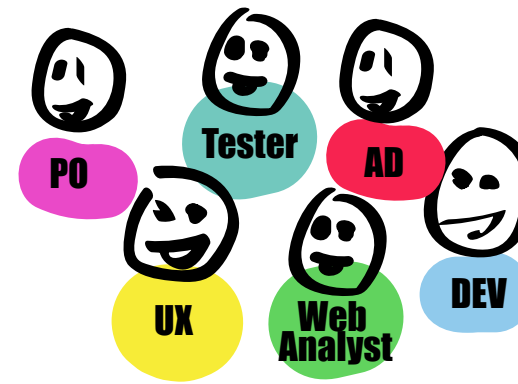


# X-Team Silos Game

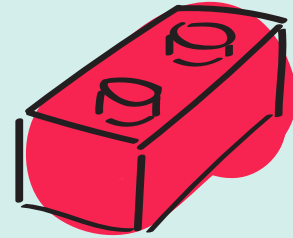
Discover how Lean Team will change your way of working



## Lean Team - Agile Cross Functional Team

Cross-functional teams are teams with different expertise that covers enough to create a product and put it into production. However, it is not enough to put together a group of differently skilled people and expect them to deliver as a team. This game tries to convey the consequences of holding on to your primary expertise and role only.

## How to



### Preparations

You need 48 pieces of lego per game and team, and they need to be in 4 different colours, yellow, white, red and blue.

Divide the Lego bricks in 4 stacks, based on colour. Each colour represents a skill, you decide what skills are relevant to you.

Each player gets a stack of at least 12 bricks. If fewer than 4 players, a player can handle more than one stack.

### Playing

On the board there are three user stories in priority order. To complete a story, bricks are to be placed in the order as shown in the specification of the story.

A game consists of 5 rounds.

Begin the round by marking it on the board. Order of players are: yellow, white, red, blue.

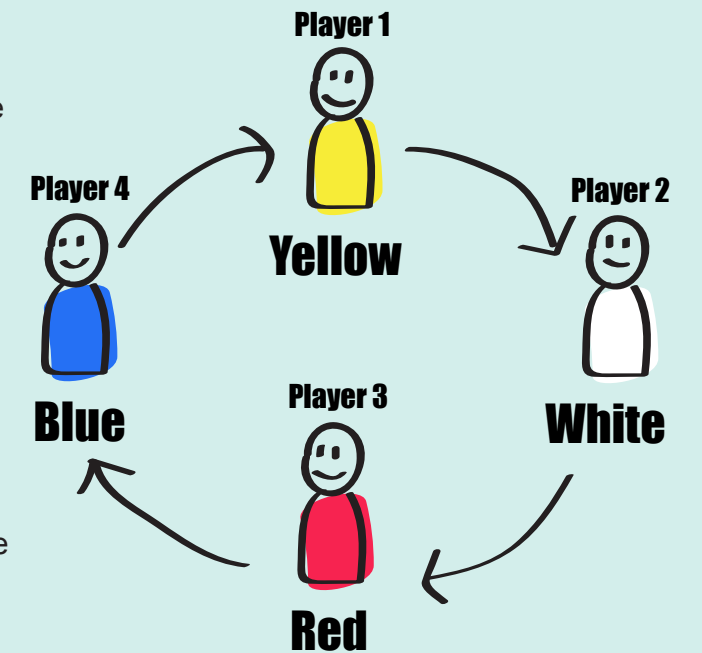
Each round, every player, in turn, takes a brick and places it as shown in any of the stories.

If a player can't place a brick, that is noted as a missed turn on the board.

When a story is completed, the round which it was completed on is noted on the board.

After 5 rounds, the game ends. Note how many stories were done, how many turns were missed and how much work had been put in unfinished stories.

Then wait for instructions for the next iteration.



## Play

### Iteration 1

Round 1  2  3  4  5

Missed

### Iteration 2

Round 1  2  3  4  5

Missed

### Prio 1

### User Story



### Iteration 1

### Iteration 2

Done round

Done round

### Prio 2

### User Story



### Iteration 1

### Iteration 2

Done round

Done round

### Prio 3

### User Story



### Iteration 1

### Iteration 2

Done round

Done round

DANDY  
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Created by Mia Kolmodin and Per Lundholm as a part of our training "Lean Team". Please visit our blog at [dandypeople.com](http://dandypeople.com) for facilitators instruction for this game.

